

IN THE CLAIMS

1. – 15. (canceled)

16. (previously presented) A method of executing a game program by using a computer that has a controller which has pressure-sensitive means for sensing a variable pushing pressure of a player on the controller, the method comprising the steps of:

generating a pressure-sensing output signal from said pressure-sensitive means, said pressure-sensing output signal having a variable magnitude dependent on said variable pushing pressure;

examining the pattern in changes of the variable magnitude depending on said variable pushing pressure;

retrieving a table to determine processing to be executed depending on both the pattern of changes in the pressure-sensing value of a pushing pressure of a player on the controller and a scene of the game program that is performed when the controller is operated; and

performing said processing to be executed.

17. (previously presented) The method of using a computer of claim 16, wherein said pattern in changes of the variable magnitude is processed as the degree of emotion or volition of the player.

18. (previously presented) The method of using a computer of claim 16, wherein said pattern of changes is a combination of gradual changes and rapid changes.

19. (currently amended) The method of using a computer of claim 16, wherein when said ~~scenes are scenes~~ scene is a scene in which the player or the character controlled by the player has a high probability of expressing anger, an emotion of anger is recognized to be present depending on a magnitude of an output value of said controller, and when said ~~scenes are scenes~~ scene is a scene in which the player or the character controlled by the player has a high probability of expressing joy, an emotion of joy is recognized to be present depending on the magnitude of the output value of said controller.

20. (previously presented) The method of using a computer of claim 16, wherein a case where the output value of said controller changes from large to small is recognized to be an emotion of sadness, and a case where the output value of said controller changes from small to large is recognized to be the emotion of joy.

21. (previously presented) The method of using a computer of claim 16, wherein a case where the output value of said controller reaches at least a stipulated level several times in succession is recognized to be an emotion of laughter.

22. (currently amended) The method of using a computer of claim 16, wherein when a scene is a case where the player or the character controlled by the player is requested to make a decision, if the variable magnitude reaches a highest value that ~~output value of said controller~~ is greater than a stipulated value, then one of a positive response ~~or~~ and a negative response is recognized, ~~or~~ and if the variable magnitude reaches a highest value that ~~output value of said~~

~~controller~~ is less than a stipulated value, then a the other one of the negative response and the or positive response is recognized.

23. (currently amended) A recording computer readable medium having stored thereon computer executable instructions for executing storing a game program by using a including computer executable instructions for execution by a computer that has a controller which has pressure-sensitive means for sensing a variable pushing pressure of a player on the controller, the computer executable instructions performing the steps of:

generating a pressure-sensing output signal from said pressure-sensitive means, said pressure-sensing output signal having a variable magnitude dependent on said variable pushing pressure;

examining the pattern in changes of the variable magnitude depending on said variable pushing pressure;

retrieving a table to determine processing to be executed depending on both the pattern of changes in the pressure-sensing value of a pushing pressure of a player on the controller and a scene of the game program that is performed when the controller is operated; and

performing said processing to be executed.

24. (currently amended) The recording computer readable medium of claim 23, wherein said pattern in changes of the variable magnitude is processed as the degree of emotion or volition of the player.

25. (currently amended) The recording computer readable medium of claim 23, wherein said pattern of changes is a combination of gradual changes and rapid changes.

26. (currently amended) The ~~recording~~ computer readable medium of claim 23, wherein when said ~~scenes are scenes~~ scene is a scene in which the player or the character controlled by the player has a high probability of expressing anger, an emotion of anger is recognized to be present depending on a magnitude of an output value of said controller, and when said ~~scenes are scenes~~ scene is a scene in which the player or the character controlled by the player has a high probability of expressing joy, an emotion of joy is recognized to be present depending on the magnitude of the output value of said controller.

27. (currently amended) The ~~recording~~ computer readable medium of claim 23, wherein a case where the output value of said controller changes from large to small is recognized to be an emotion of sadness, and a case where the output value of said controller changes from small to large is recognized to be the emotion of joy.

28. (currently amended) The ~~recording~~ computer readable medium of claim 23, wherein a case where the output value of said controller reaches at least a stipulated level several times in succession is recognized to be an emotion of laughter.

29. (currently amended) The ~~recording~~ computer readable medium of claim 23, wherein when a scene is a case were the player or the character controlled by the player is requested to make a decision, if the variable magnitude reaches a highest value that output value of said controller is greater than a stipulated value, then one of a positive response or and a negative response is recognized, or and if the variable magnitude reaches a highest value that output

~~value of said controller~~ is less than a stipulated value, then a the other one of the negative response and the or positive response is recognized.

30. (previously presented) An apparatus for executing a game program that has a controller which has pressure-sensitive means for sensing a variable pushing pressure of a player on the controller, the apparatus comprising:

means for generating a pressure-sensing output signal from said pressure-sensitive means, said pressure-sensing output signal having a variable magnitude dependent on said variable pushing pressure;

means for examining the pattern in changes of the variable magnitude depending on said variable pushing pressure;

means for retrieving a table to determine processing to be executed depending on both the pattern of changes in the pressure-sensing value of a pushing pressure of a player on the controller and a scene of the game program that is performed when the controller is operated; and

means for performing said processing to be executed.

31. (previously presented) The apparatus of claim 30, wherein said pattern in changes of the variable magnitude is processed as the degree of emotion or volition of the player.

32. (previously presented) The apparatus of claim 30, wherein said pattern of changes is a combination of gradual changes and rapid changes.

33. (currently amended) The apparatus of claim 30, wherein when said ~~scenes are~~ scene is a scene in which the player or the character controlled by the player has a high probability of expressing anger, an emotion of anger is recognized to be present depending on a magnitude of an output value of said controller, and when said ~~scenes are~~ scenes scene is a scene in which the player or the character controlled by the player has a high probability of expressing joy, an emotion of joy is recognized to be present depending on the magnitude of the output value of said controller.

34. (previously presented) The apparatus of claim 30, wherein a case where the output value of said controller changes from large to small is recognized to be an emotion of sadness, and a case where the output value of said controller changes from small to large is recognized to be the emotion of joy.

35 (previously presented) The apparatus of claim 30, wherein a case where the output value of said controller reaches at least a stipulated level several times in succession is recognized to be an emotion of laughter.

36. (currently amended) The apparatus of claim 30, wherein when a scene is a case were the player or the character controlled by the player is requested to make a decision, if the ~~variable magnitude reaches a highest value that~~ ~~output value of said controller~~ is greater than a stipulated value, then one of a positive response ~~or~~ and a negative response is recognized, ~~or~~ and if the ~~variable magnitude reaches a highest value that~~ ~~output value of said controller~~ is less than

a stipulated value, then a the other one of the negative response and the or positive response is recognized.